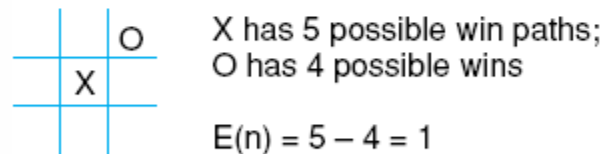
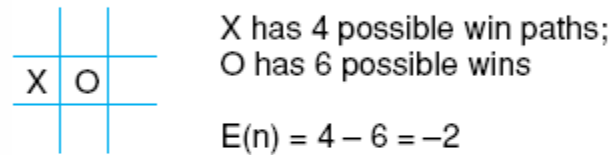
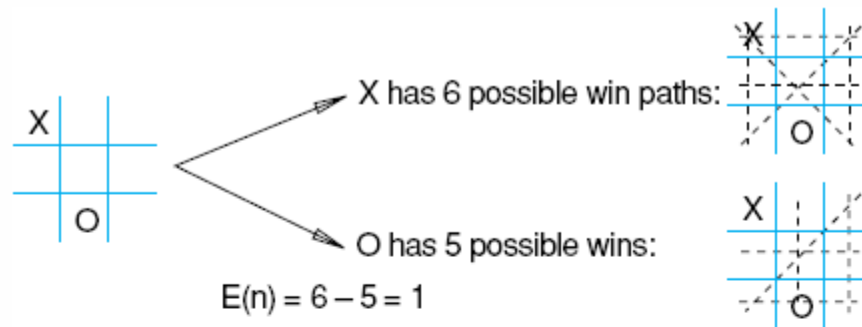


Fig 4.22 Heuristic measuring conflict applied to states of tic-tac-toe.



Heuristic is $E(n) = M(n) - O(n)$

where $M(n)$ is the total of My possible winning lines

$O(n)$ is total of Opponent's possible winning lines

$E(n)$ is the total Evaluation for state n

Fig 4.23 Two-ply minimax applied to the opening move of tic-tac-toe, from Nilsson (1971).

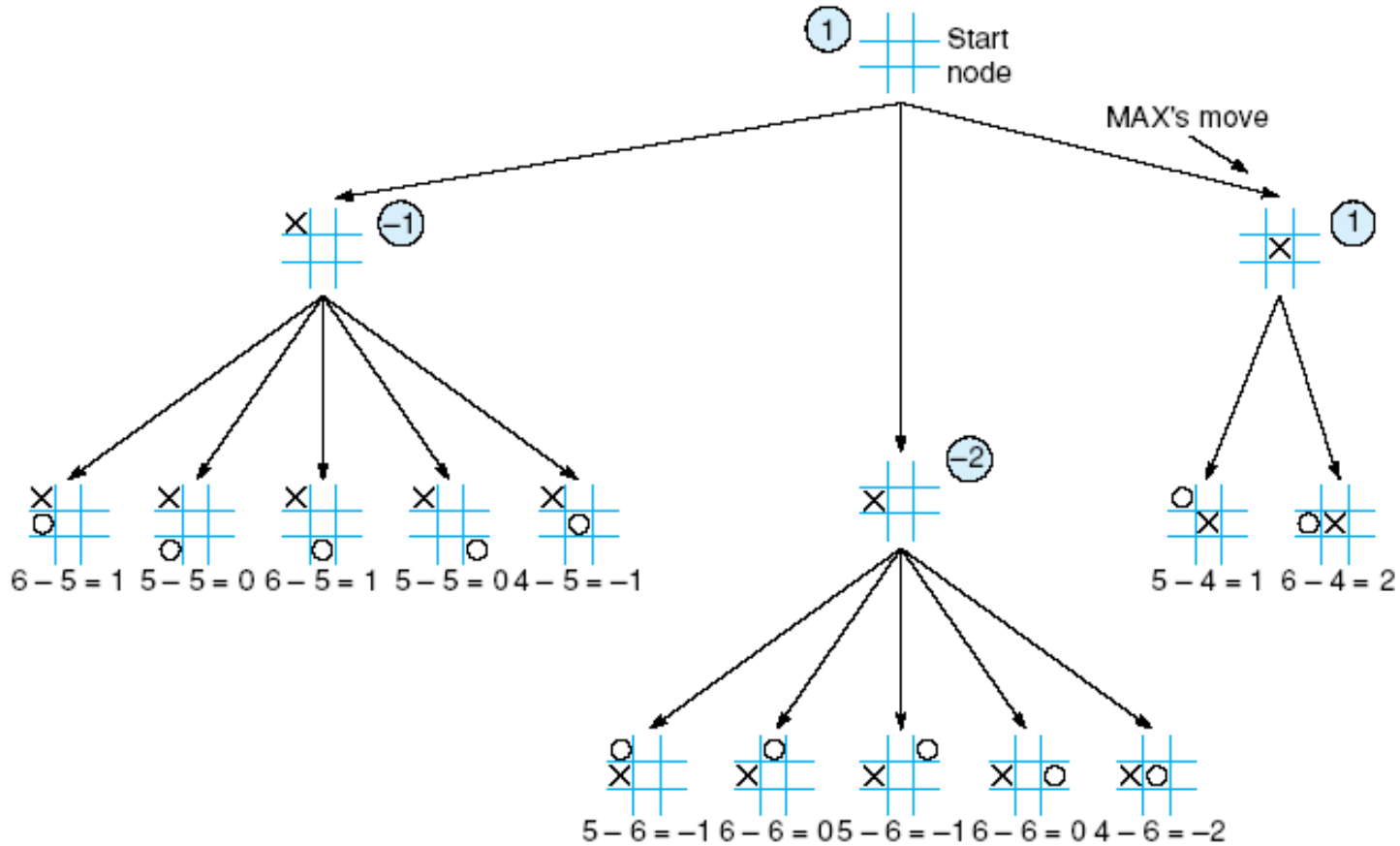


Fig 4.24 Two ply minimax, and one of two possible MAX second moves, from Nilsson (1971).

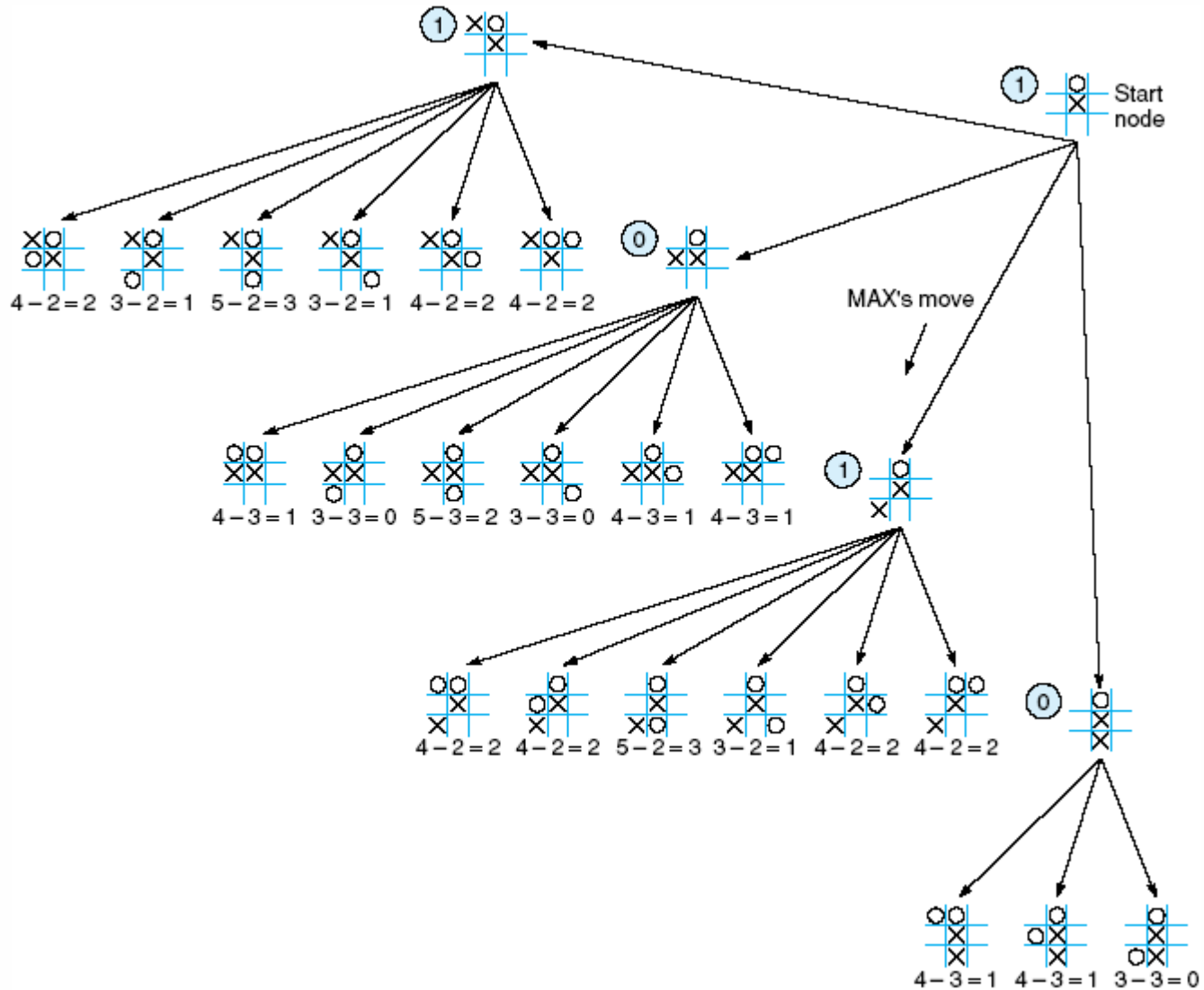


Fig 4.25 Two-ply minimax applied to X's move near the end of the game, from Nilsson (1971).

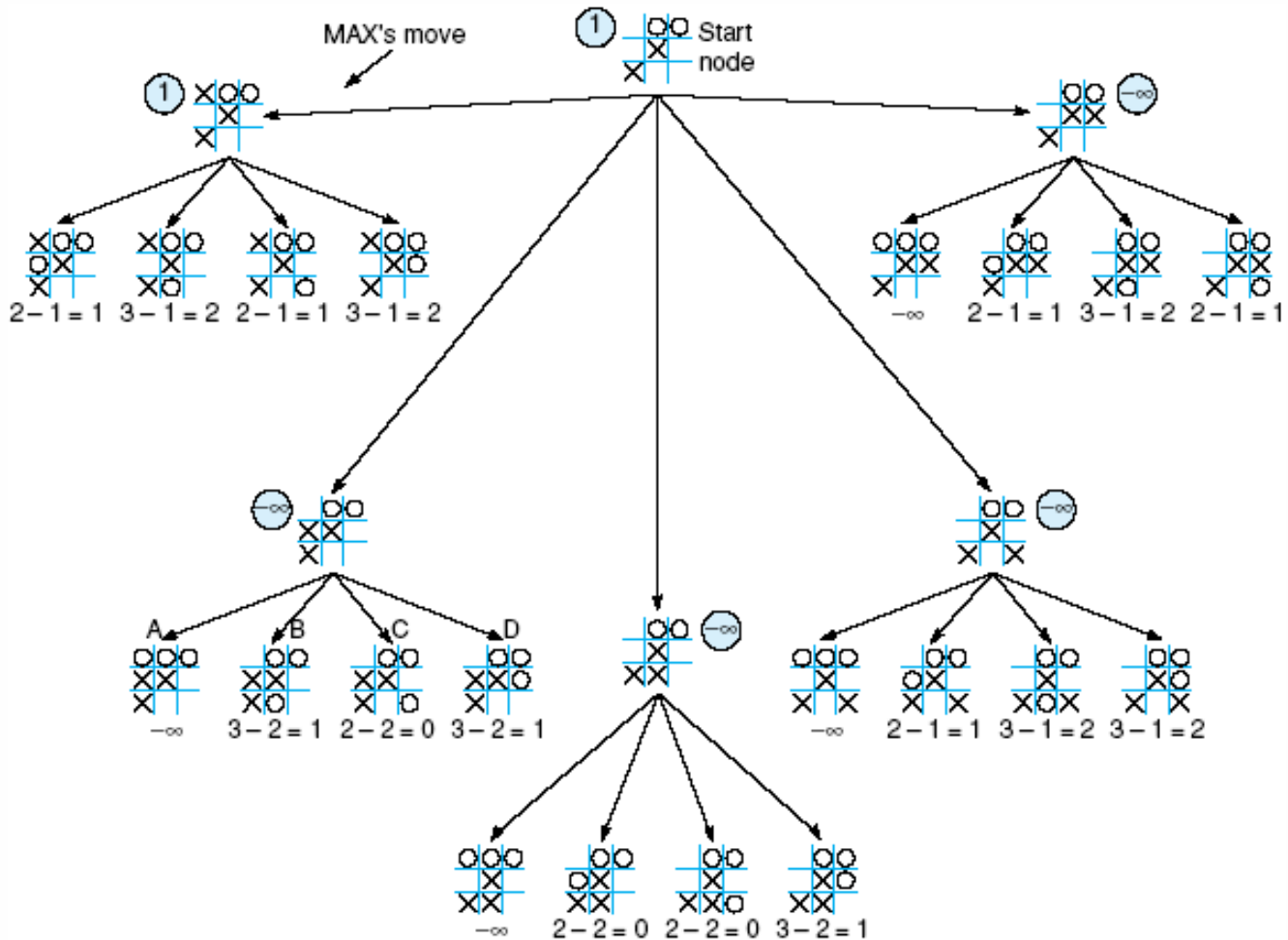


Fig 4.28 Informal plot of cost of searching and cost of computing heuristic evaluation against informedness of heuristic, adapted from Nilsson (1980).

